

Above-ground mine	#21	Gain 1 Stone for free each Round.
Acting troupe	#40	Choose a single Resource die and reroll it up to 2 times. Reminder - all reroll abilities can be used only at the start of Expand Your Empire phase before you do anything else.
Administration	#5	Final Scoring: gain 10 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Ambush	#38	Choose a rolled result on 1 Resource die and gain 1 additional Resource of that type (can be used to get additional Gold).
Ancient scripts	#47	Gain 2 Victory Points if you Harvest at least once and Build on both Empire and Village sheets (crossed off Build spaces on both).
Anti-tech squad	#12	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Apple store	#43	Gain 1 Food for free each Round.
Archenemy	#1	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Architect	#30	Gain 1 Worker (action) that you may use only for Build on your Village sheet.
Artifact warehouse	#23	Final Scoring: Each Imperial space (the last section of each Construction track) is worth 3 additional Victory Points, add those 3 points to the total value on each track.
Atlantean academy	#4	Gain 1 action that you may use ONLY to Harvest.
Atlantean colonists	#23	Final Scoring: gain 2 Victory Points for each fully harvested Field on your Empire sheet (with all crossed off Harvest spaces).
Atlantis embassy	#18	Final Scoring: Gain 3 Victory Points for each finished Building (with all Build spaces crossed off) including this Building.
Baby boom	#36	Gain 1 action that you may use ONLY to Harvest.
Barracks	#21	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Barracks	#9	Spend 1 Worker (action) to gain 1 Victory Point - you can use this ability only if the rolled Worker die shows either 3 or 5 as a result.
Bast's altar	#8	Final Scoring: gain 5 Victory Points for each Settlement created on your Empire sheet from the custom Blueprint. You create this custom Blueprint after game setup, by crossing off 5 spaces in a grid, in such a way, that each crossed off space will be adjacent to at least 1 another crossed off space.
Beary's manufacturing	#4	Gain 1 Worker (action) if at least 2 rolled Resource dice shows the same result. Although you can use Gold as any Resource, it is still 1 of 4 dice result types, and you must treat it as such.
Blessed loot	#41	Gain 1 Gold for free each Round.
Blessing of the trees	#42	Gain 1 Wood for free each Round.
Bodyguards for hire	#25	Gain 1 Worker (action) that you may use only for Build action if all rolled Resource dice shows the same result. Although you can use Gold as any Resource, it is still 1 of 4 dice result types, and you must treat it as such.
Bounties	#10	Spend 1 Gold to gain 1 Victory Point, and if you upgrade this ability with Settlements, you will gain more Victory Points for a single Gold.
Bounty of the gods	#6	Gain 1 Wood for free each Round.
Bridge between orchards	#25	Final Scoring: gain 2 Victory Points for each Bridge built (it's not each Bridge section - a Bridge is built when 2 or 3 sections from Bridge track are crossed off).
Buddha's temple	#39	Final Scoring: gain 9 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Builder	#14	Gain 1 Worker (action) to use only for Building at Village sheet if the rolled Worker die shows 4 as a result.
Caesar's pantry	#14	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not). Additionally, gain 5 Victory Points if you cross off all Build spaces from this Building.
Caesar's pantry	#30	Final Scoring: Each Imperial space (the last section of each Construction track) is worth 4 additional Victory Points, add those 4 points to the total value on each track.
Canteen	#2	Reroll any Resource dice 1 time. Reminder - all reroll abilities can be used only at the start of Expand Your Empire phase before you do anything else.
Captivity	#33	Gain 1 Worker (action) if the rolled Worker die shows either 3 or 5 as a result.
Caravan	#8	Gain 1 Resource for free each Round, you will choose the type of Resource that you want by crossing off 2 other Resources, once the Building is finished.

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Carpenter's workshop	#2	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Casino	#13	Trade 2 results on rolled Resource dice for 1 Gold, you ignore those dice and don't gain any Resources from them, and if you upgrade this ability with Settlements, you gain more gold for those 2 results.
Castle	#2	Final Scoring: gain 7 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Cave of Cerberus	#44	Final Scoring: gain 4 Victory Points for each fully harvested Field on your Empire sheet (with all crossed off Harvest spaces).
Cedars of lebanon	#35	Gain 1 Wood for free each Round.
Ceremony of guides	#37	Gain 1 Victory Point for each rolled Resource die that shows the chosen Resource type on that Building, you will choose the type you want to score by crossing off 2 other Resources, once the Building is finished.
Chamber of treasures	#27	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not). Additionally, gain 2 Victory Points if you cross off all Build spaces from this Building.
Chapel	#16	Final Scoring: gain 3 Victory Points for each fully harvested Field on your Empire sheet (with all crossed off Harvest spaces).
Chapel of Mars	#14	Choose a single Resource die and reroll it up to 2 times. Reminder - all reroll abilities can be used only at the start of Expand Your Empire phase before you do anything else.
Chariot builder	#29	Final Scoring: gain 8 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Cherry greenwood	#7	Gain 1 Victory Point if at least 2 rolled Resource dice shows Wood results. Although you can use Gold as any Resource, it is still 1 of 4 dice result types, and you must treat it as such.
Cherry orchard	#3	Gain 1 Food for free each Round.
Chief Kali's fortress	#46	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
City of sacred ground	#6	Final Scoring: gain 2 Victory Points for each Settlement with a different shape on your Empire sheet.
City of the Nomad	#25	Final Scoring: gain 9 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Clan dumpster	#12	Final Scoring: Each Imperial space (the last section of each Construction track) is worth 4 additional Victory Points, add those 4 points to the total value on each track.
Clans house	#46	Final Scoring: gain 8 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Colossus	#9	Gain 1 Victory Point if you Harvest and cross off a Harvest space with a Stone (any number of it).
Compressor	#31	Trade 1 Gold for 2 Wood, and if you upgrade this ability with Settlements, you can trade more Gold, each of them for 2 more Wood.
Corn crops	#37	Gain 1 Food for free each Round.
Council	#10	Gain 1 Worker (action) that you may use only at Constructions (Empire sheet Build spaces) if at least 2 rolled Resource dice shows the same result. Although you can use Gold as any Resource, it is still 1 of 4 dice result types, and you must treat it as such.
Court Sculptor	#26	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Crossbow maker	#32	Spend 2 Wood to gain 1 Victory Point, and if you upgrade this ability with Settlements, you will gain more Victory Points for those 2 Wood.
Crossroads	#29	Once you built this Building, take 2 Favor tokens you returned to the box, and from now on you can choose from all of the Favor tokens.
Daimyo's castle	#13	Final Scoring: gain 6 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Daimyo's guards	#43	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Dark chapel	#1	Gain 1 Worker (action) if you decide to roll with only 2 Resource dice at the beginning of the Round.

Dark chapel	#33	Gain 1 Victory Point if you decide to roll with only 2 Resource dice at the beginning of the Round.
Deconstruction	#4	Gain 1 Victory Point if you decide to roll with only 2 Resource dice at the beginning of the Round.
Desert	#19	Final Scoring: gain 7 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Diplomacy school	#24	Gain 1 Food if the rolled Worker die shows 4 as a result.
Distant trade colony	#34	Spend 1 Wood, 1 Food, and 1 Stone to gain 1 Victory Point.
Diversion	#38	Gain 2 Victory Points if all rolled Resource dice shows a different result. Although you can use Gold as any Resource, it is still 1 of 4 possible results types, and you must treat it as such.
Dojo	#39	Gain 2 Victory Points if you spend actions to cross off at least 3 Construction sections from the Empire sheet (Sections can be crossed off in any combination from any rows).
Eden project	UK2019	Gain 1 Worker (action) if the rolled Worker die shows either 3 or 5 as a result.
Egyptian embassy	#47	Final Scoring: gain 6 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Elite	#41	Gain 1 Victory Point if you Harvest at least once and Build on both Empire and Village sheets (crossed off Build spaces on both).
Emerald haven	#23	Use 1 additional Favor token, that's in your current setup (you can't use the ones returned to the box during the setup).
Employment agency	#35	Trade 1 Worker (action) for 1 Gold. This ability may be used 1 time unless you upgrade it with Settlements.
Enchanted forest	#12	Gain 2 Wood for free each Round.
Encounter	#38	Gain 1 Gold if all rolled Resource dice shows a different result. Although you can use Gold as any Resource, it is still 1 of 4 possible results types, and you must treat it as such.
Engineer's castle	#4	Final Scoring: gain 7 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Engineers	#9	Final Scoring: gain 4 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Exotic meeting	#39	Final Scoring: gain 1 Victory Point for each completed section (crossed off group of Build spaces next to a VP value) of the Sumo School Building.
Expedition	#33	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Faith of the people	#37	Reroll any number of dice (both Harvest and Worker). This ability may be used 1 time unless you upgrade it with Settlements. Reminder - all reroll abilities can be used only at the start of Expand Your Empire phase before you do anything else.
Farm	#13	Gain 1 Food for free each Round.
Farmers at work	#17	Choose a rolled result on a single Resource die and gain 1 additional Resource of that type (can be used to get additional Gold).
Feng shui builders	#3	Final Scoring: gain 7 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Fertile soil	#43	Gain 2 Victory Points if you Build and cross off 3 spaces on any single sheet.
Fertility river	#11	Gain 1 Food if you Harvest at least once, and if you upgrade this ability with Settlements, you will gain more Food after a single Harvest.
Fighting ring	#16	Final Scoring: gain 5 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Flea market	#15	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not). Additionally, gain 2 Victory Points if you cross off all Build spaces from this Building.
Flea market	#2	Gain 3 Victory Points if all rolled Resource dice shows a different result. Although you can use Gold as any Resource, it is still 1 of 4 possible results types, and you must treat it as such.
Floating treasure	#24	Once you built this Building, take 2 Favor tokens you returned to the box, and from now on you can choose from all of the Favor tokens.
Food festival	#2	Final Scoring: gain 2 Victory Points for each fully harvested Field on your Empire sheet (with all crossed off Harvest spaces).
Food festival	#26	Gain an additional Resource when you Harvest (the same type as the harvested Resource). This ability may be used 1 time unless you upgrade it with Settlements. When upgraded, you need to Harvest more to gain additional Resources.

Food market	#22	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Forge of the gods	#18	Gain 1 Stone for free each Round.
Former world wonder	#34	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Fortress	#33	Final Scoring: gain 8 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Fortress of Ares	#10	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Fuji apple festival	#3	Trade 1 Resource for another Resource of your choice, and if you upgrade this ability with Settlements, you can do several trades, and each of them you can trade for a different Resource.
Gallows	#40	Final Scoring: gain 12 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Gardens	#14	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not). Additionally, gain 3 Victory Points if you cross off all Build spaces from this Building.
Garrison	#36	Final Scoring: gain 2 Victory Points for each 4 crossed of Build spaces in a horizontal or vertical line at this Building. A single Build space may be counted towards more than a single line, but the same line cannot be counted twice.
Gate	#24	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Gathering	#17	Gain 1 Resource for free each Round, you will choose the type of Resource that you want by crossing off 2 other Resources, once the Building is finished.
Geisha house	#13	OBLIGATORY ability! Gain 1 Worker (action) if the rolled Worker die shows 4 as a result. Otherwise, you have 1 Worker (action) less to use if it shows 3 or 5.
Gifts for the pharaoh	#8	Gain 1 Victory Point if you Harvest. This ability may be used 1 time unless you upgrade it with Settlements. When upgraded, you need to Harvest more to gain another VP.
Gigapolis	#43	Final Scoring: gain 7 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Gladiator school	#30	Gain 1 action that you may use ONLY to Harvest.
Glass giant	#48	Final Scoring: gain 6 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Gold creek	#21	Final Scoring: gain 1 Victory Point for each crossed off Harvest space on your Empire sheet.
Golden armory	#28	Gain 1 Gold for free each Round.
Golden bazaar	#20	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Golden trinkets	#37	Gain 2 Victory Points if all rolled Resource dice shows a different result. Although you can use Gold as any Resource, it is still 1 of 4 possible results types, and you must treat it as such.
Goldsmith	#28	Gain 1 Gold if the rolled Worker die shows either 3 or 5 as a result.
Grain field	#5	Gain 1 Food for free each Round.
Great journey	#43	Gain 1 Victory Point if you Harvest at least once and Build on both Empire and Village sheets (crossed off Build spaces on both).
Great pyramid	#37	Final Scoring: gain 7 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Greek jewelery	#44	Trade 1 Resource for another Resource of your choice, and if you upgrade this ability with Settlements, you can do several trades, and each of them you can trade for a different Resource.
Greek legacy	#15	Gain 1 Stone for free each Round.
Guarded woodshed	#5	Trade 1 Gold for 2 Wood, and if you upgrade this ability with Settlements, you can trade more Gold, each of them for 2 more Wood.
Guardians of the forest	#38	Final Scoring: gain 12 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Hadrian's wall	#34	Final Scoring: gain 1 Victory Point for each crossed off Build space on any sheet, that didn't require any Resources to be spent in addition to the action spent on it.
Hall of trophies	#41	Gain 2 Victory Points if you spend actions to cross off at least 3 Construction sections from the Empire sheet (Sections can be crossed off in any combination from any rows).

Hanseatic league	#40	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Harmonia's fountain	#27	Spend 1 Food during Build action on Construction track (Build spaces on Empire sheet) in replacement of 2 Resources of any type that this Build space requires. This ability may be used 2 times unless you upgrade it with Settlements.
Haunted ruins	#27	Final Scoring: gain 6 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Haunted ruins	#44	Final Scoring: gain 2 Victory Points for each Bridge built (it's not each Bridge section - a Bridge is built when 2 or 3 sections from Bridge track are crossed off).
Headquarters	#14	Gain 2 Victory Points if you spend actions to cross off at least 3 Construction sections from the Empire sheet (Sections can be crossed off in any combination from any rows).
Helpful Markus	#30	Gain 1 Victory Point if you Harvest at least twice.
Imperial messenger	#22	Choose a rolled result on a single Resource die and gain 1 additional Resource of that type (can be used to get additional Gold).
Incredibly big bridge	#48	Final Scoring: gain 2 Victory Points for each pair of available Harvest spaces on your Fields, you must have access to those spaces (with finished bridges) and they cannot be crossed off.
Iron prophets	#18	Choose a rolled result on a single Resource die and gain 2 additional Resources of that type (can be used to get additional Gold).
Isis' statue	#35	Spend 3 Resources of any, but the same type to gain 2 Victory Points, and if you upgrade this ability with Settlements, you will gain more Victory Points for those 3 Resources.
Island port	#36	Gain 1 Gold if all rolled Resource dice shows a different result. Although you can use Gold as any Resource, it is still 1 of 4 possible results types, and you must treat it as such.
Itinerant priest	#24	Use 1 additional Favor token, that's in your current setup (you can't use the ones returned to the box during the setup).
Ivory sculptor	#47	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Katana maker	#24	Final Scoring: gain 9 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Khrug the rebuilder	#41	Spend 2 Gold to gain 3 Victory Points, and if you upgrade this ability with Settlements, you will gain more Victory Points for those 2 Gold.
Legion	#32	Gain an additional Resource when you Harvest (the same type as the harvested Resource). This ability may be used 1 time unless you upgrade it with Settlements. When upgraded, you need to Harvest more to gain additional Resources.
Lighthouse	#4	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Line of fortifications	#32	Final Scoring: gain 8 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Little war	#44	Gain 1 Worker (action) if at least 2 rolled Resource dice shows the same result. Although you can use Gold as any Resource, it is still 1 of 4 dice result types, and you must treat it as such.
Loading point	#14	Gain 1 Stone for free each Round.
Local sage	#26	Gain 1 Worker (action) that you may use only for Build on your Village sheet if at least 2 rolled Resource dice shows the same result. Although you can use Gold as any Resource, it is still 1 of 4 dice result types, and you must treat it as such.
Lord's fields	#26	Trade a result on 1 rolled Resource dice for 2 Food, you ignore that dice and don't gain any Resources from it, and if you upgrade this ability with Settlements, you can trade additional results, each of them for another 2 Food.
Lumberjack's route	#26	Gain 1 Wood for free each Round.
Mad Edward	#23	Choose a rolled result on a single Resource die and gain 1 additional Resource of that type (can be used to get additional Gold).
Mama's baths	#40	Gain 1 Worker (action) if the rolled Worker die shows either 3 or 5 as a result.
Marble and things	#31	Final Scoring: gain 10 Victory Points if you crossed off all Harvest spaces with Stones from Empire sheet (from all Fields, which means you must unlock all of them first).
Marble merchant	#32	Gain 2 Stones for free each Round.
Marketplace	#17	Spend 1 Wood, 1 Food, and 1 Stone to gain 3 Victory Points.
Mechanical helper	#31	Gain 1 Resource for free each Round, you will choose the type of Resource that you want by crossing off 2 other Resources, once the Building is finished.

Mechanical horse	#12	Spend 1 Wood to reroll 1 die (Resource or Worker). Reminder - all reroll abilities can be used only at the start of Expand Your Empire phase before you do anything else.
Mechanical workers	#48	Gain 1 Resource for free each Round, you will choose the type of Resource that you want by crossing off 2 other Resources, once the Building is finished.
Meeting Place	#26	Final Scoring: gain 9 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Merchant's guild	#22	Gain 1 Gold if all rolled Resource dice shows the different result. Although you can use Gold as any Resource, it is still 1 of 4 dice result types, and you must treat it as such.
Miracle	#33	Choose and call a single Resource type before Roll Dice phase, if you called it correctly, you gain an additional Resource of that type from 1 dice with this result.
Missionaries	#22	Reroll 1 die (Resource or Worker). Reminder - all reroll abilities can be used only at the start of Expand Your Empire phase before you do anything else.
Modern farm	#7	Choose and call a single Resource type before Roll Dice phase, if you called it correctly, you gain an additional Resource of that type from 1 dice with this result.
Modern quarry	#34	Gain 1 Stone for free each Round.
Mommoth squad	#46	Gain 1 action to use only for Building at Village sheet.
Monument	#22	Final Scoring: gain 4 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Mr. Chi's innovations	#7	Gain 1 Stone for free each Round.
Mythic tree	#10	Trade 1 Wood rolled as result from 1 Resource die for 2 Wood, and if you create
Name of the Building	No.	Ability description
Negotiator	#24	Reroll all dice (both Resource and Worker). This ability may be used 1 time unless you upgrade it with Settlements. Reminder - all reroll abilities can be used only at the start of Expand Your Empire phase before you do anything else.
Nest	#46	Gain 1 Food for free each Round.
New allies	#44	Use 1 additional Favor token, that's in your current setup (you can't use the ones returned to the box during the setup).
New aqueduct	#45	Choose a rolled result on a single Resource die and gain 1 additional Resource of that type (can be used to get additional Gold).
New army kit	#47	Gain 1 Stone if at least 2 rolled Resource dice shows Food results. Although you can use Gold as any Resource, it is still 1 of 4 dice result types, and you must treat it as such.
New cathedral	#31	Reroll any number of dice (both Harvest and Worker). This ability may be used 1 time unless you upgrade it with Settlements. Reminder - all reroll abilities can be used only at the start of Expand Your Empire phase before you do anything else.
New cathedral	#31	Final Scoring: gain 8 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
New forest	#21	Gain 1 Wood for free each Round.
New horizons	#3	Use 1 additional Favor token, that's in your current setup (you can't use the ones returned to the box during the setup).
New religion	#5	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
New roots	#15	Gain 1 Food for free each Round.
New vistas	#23	Final Scoring: gain 6 and 9 Victory Points for each of shown Settlements on your Empire sheet (you have to create these as any other Settlements).
Nile merchants	#8	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Oasis	#19	Gain 1 Food for free each Round.
Oculus	#23	Gain 1 Victory Point and reroll all Resource dice if all their rolled results are different. Although you can use Gold as any Resource, it is still 1 of 4 dice result types, and you must treat it as such. Reminder - all reroll abilities can be used only at the start of Expand Your Empire phase before you do anything else, and you gain Resources only from your final dice roll.
Outpost network	#42	Gain an additional Resource when you Harvest (the same type as the harvested Resource). This ability may be used 1 time unless you upgrade it with Settlements. When upgraded, you need to Harvest more to gain additional Resources.
Pack	#25	Gain 1 action that you may use ONLY to Harvest if you Harvest at least once.
Pharaoh's ears	#29	Choose a rolled result on a single Resource die and gain 1 additional Resource of that type (can be used to get additional Gold).

Pharaoh's guard	#29	When you Harvest, you may ignore Bridges and cross off a Harvest space from any Field, even the one unavailable to you yet. This ability may be used 1 time unless you upgrade it with Settlements.
Pharaoh's supervisor	#19	You can create 2 Settlements during Create a Settlement phase, instead of just 1.
Pig farmer	#21	Gain 1 Food for free each Round.
Pile of skulls	#46	Gain 2 Victory Points if you spend actions to cross off at least 3 Construction sections from the Empire sheet (Sections can be crossed off in any combination from any rows).
Pillar of light	#29	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Pillar of the jaguar	#11	Spend 1 Food and 1 Wood to gain 1 Victory Point. This ability may be used 1 time unless you upgrade it with Settlements.
Planner's castle	#4	Gain 2 Victory Points if you spend actions to cross off at least 3 Construction sections from the Empire sheet (Sections can be crossed off in any combination from any rows).
Port quarter	#18	Gain 1 Worker (action) if you reroll the Worker die, and it shows the different result afterward. You total the new Worker to the result shown on the die after reroll.
Porters	#40	Use 1 additional Favor token, that's in your current setup (you can't use the ones returned to the box during the setup).
Primeval forest	#1	Gain 1 Wood for free each Round.
Pyramid	#47	Gain 1 Gold for free each Round.
Quarry	#2	Gain 1 Stone for free each Round.
Really big hole	#37	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Rear guard	#44	Final Scoring: gain 10 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Rebuilder 3000	#48	Gain 1 Victory Point if you Harvest at least twice and cross off 2 Harvest spaces with different Resource types.
Recon team	#10	Spend 1 Wood, 1 Food, and 1 Stone to gain 2 Victory Points.
Reconstructions	#15	Final Scoring: gain 10 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Remus 2000	#45	Reroll any 1 Resource dice once. Reminder - all reroll abilities can be used only at the start of Expand Your Empire phase before you do anything else.
Renovations	#32	Gain 1 Stone if at least 2 rolled Resource dice shows Wood results. Although you can use Gold as any Resource, it is still 1 of 4 dice result types, and you must treat it as such.
Researchers	#5	Final Scoring: gain 1 Victory Point for each completed section (crossed off group of Build spaces next to a VP value) of the New Religion Building.
Rice collector	#3	Final Scoring: gain 3 Victory Points for each crossed off pair of Harvest spaces with Wood on Fields at the Empire sheet.
Rice fields	#39	Gain 1 Food for free each Round.
Rice granary	#13	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Rich soil	#11	Gain 1 Wood for free each Round.
Robbers	#16	Gain 1 Worker (action) if you Harvest at least twice and cross off 2 Harvest spaces with different Resource types.
Roman bank	#45	Gain 3 Victory Points if all rolled Resource dice shows a different result. Although you can use Gold as any Resource, it is still 1 of 4 possible results types, and you must treat it as such.
Royal swimming pool	#20	Gain 1 Food for free each Round.
Rubble	#5	Gain 1 Stone for free each Round.
Saboteurs	#33	Final Scoring: gain 1 Victory Point for each pair of available Harvest spaces on your Fields, you must have access to those spaces (with finished bridges) and they cannot be crossed off.
Sacrifice to the gods	#6	Spend 1 Wood, 1 Food, and 1 Stone to gain 2 Victory Points.
Sacrificial altar	#11	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Sage	#27	Final Scoring: gain 1 Victory Point for each crossed of section at the Construction track on Empire sheet, that isn't a part of any created Settlement.

Sake distillery	#36	Final Scoring: gain 10 Victory Points if you crossed off both the Cottages and Granaries Imperial spaces (last sections on 1st and 3rd from the top rows on Construction track).
Sake fortress	#7	Final Scoring: gain 5 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Sally's caravan	#20	Gain 1 Worker (action) if at least 2 rolled Resource dice shows Food results. Although you can use Gold as any Resource, it is still 1 of 4 dice result types, and you must treat it as such.
Sanctuary	#28	Final Scoring: gain 4 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Sand sailors	#8	Use 1 additional Favor token, that's in your current setup (you can't use the ones returned to the box during the setup).
Scarabeu's fortress	#35	Final Scoring: gain 2 Victory Points for each 4 crossed of Build spaces in a horizontal or vertical line at this Building. A single Build space may be counted towards more than a single line, but the same line cannot be counted twice.
Scorpion breeder	#20	Reroll 1 die (Worker or Resources) up to 2 times, you can't change dice between rerolls.
Sculptor's workshop	#9	Gain 1 Victory Point if you cross off any number of Build spaces while spending at least 3 Stones doing that.
Secluded hamlet	#25	Gain 1 Wood for free each Round.
Secret society	#31	Gain 1 Gold if at all rolled Resource dice shows the same result. Although you can use Gold as any Resource, it is still 1 of 4 dice result types, and you must treat it as such.
Secured garner	#42	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Sentry tower	#1	Gain 1 Victory Point if you Harvest at least twice and cross off 2 Harvest spaces with different Resource types.
Settlers	#17	Gain 1 action that you may use ONLY to Harvest if you Harvest at least once.
Shift supervisor	#20	Gain 1 Victory Point if you spend at least 4 Workers (actions) to either Work or Harvest at a single sheet (Empire or Village).
Shiny spoils	#16	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Shipyard	#13	Before Roll Dice phase, take all Favor tokens, both the one from the box and the ones in front of you, shuffle them and draw 3 new at random.
Shrine	#43	Gain 1 Gold if all rolled Resource dice shows a different result. Although you can use Gold as any Resource, it is still 1 of 4 possible results types, and you must treat it as such.
Shrine of Dionysus	#45	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Shrine of heaven	#36	Final Scoring: gain 3 Victory Points for each fully harvested Field on your Empire sheet (with all crossed off Harvest spaces).
Signal towers	#15	Final Scoring: gain 5 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Silver dragon statue	#3	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Smugglers	#18	Gain 1 Victory Point if you harvest at least twice.
Sobek's great temple	#35	Final Scoring: gain 8 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Sphinx	#28	Gain 1 Victory Point if during this Round you've spent at least 3 Stones.
Sphinx alley	#19	Final Scoring: gain 5 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Spies	#34	Use 1 additional Favor token, that's in your current setup (you can't use the ones returned to the box during the setup).
Spying tradesman	#39	Gain 1 Resource for free each Round, you will choose the type of Resource that you want by crossing off 2 other Resources, once the Building is finished.
Stables	#38	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Statue	#17	Final Scoring: gain 6 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).

Statue of Khufu	#28	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not). Additionally, gain 5 Victory Points if you cross off all Build spaces from this Building.
Statue of Midas	#10	Final Scoring: gain 8 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Statue of the gods	#6	Final Scoring: gain 8 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Stolen monument	#41	Final Scoring: gain 5 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Stolen projects	#41	Spend 1 Wood less during Build action on Construction track (Build spaces on Empire sheet). This ability may be used 1 time unless you upgrade it with Settlements.
Stone pit	#16	Gain 1 Stone if all rolled Resource dice shows a different result. Although you can use Gold as any Resource, it is still 1 of 4 possible results types, and you must treat it as such.
Stone pit	#35	Gain 1 Stone for free each Round.
Stone vendors	#29	Gain 1 Gold for free each Round.
Stonecutter	#9	Gain 1 Stone for free each Round.
Stonehenge	UK2019	Final Scoring: gain 16 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Stories tent	#46	Choose a rolled result on a single Resource die and gain 1 additional Resource of that type (can be used to get additional Gold).
Sturdy foundation	#25	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Sumo school	#39	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Super sake distillery	#7	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Supplier	#22	Gain 2 Victory Points if all rolled Resource dice shows the same result. Although you can use Gold as any Resource, it is still 1 of 4 dice result types, and you must treat it as such.
Suzanne's Palace	#45	Final Scoring: gain 9 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Takashi's fishes	#7	Reroll 1 Resource dice that shows Food result, and if you upgrade this ability with Settlements, you can reroll more dice with such result, but only once per Round.
Takeover	#42	Gain 1 Resource for free each Round, you will choose the type of Resource that you want by crossing off 2 other Resources, once the Building is finished.
Tavern	#17	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Technology ark	#48	Final Scoring: Each Imperial space (the last section of each Construction track) is worth 8 additional Victory Points, add those 8 points to the total value on each track.
Temple	#1	Final Scoring: gain 7 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Temple of Ares	#42	Final Scoring: gain 9 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Temple of Ra	#20	Final Scoring: gain 5 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Temple of the rising sun	#11	Final Scoring: gain 6 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Tenement house	#30	Spend 2 Workers (actions) to gain 1 Gold, and if you upgrade this ability with Settlements, you will gain more Gold for those 2 Workers.
Tenements	#32	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
The aztec calendar	#6	Reroll any Resource dice 1 time. Reminder - all reroll abilities can be used only at the start of Expand Your Empire phase before you do anything else.
The beetle	#28	Trade 1 Gold for 1 Worker (action). This ability may be used 1 time unless you upgrade it with Settlements.
The capital	#15	Final Scoring: Each Imperial space (the last section of each Construction track) is worth 4 additional Victory Points, add those 4 points to the total value on each track.
The delta	#47	Final Scoring: gain 1 Victory Point for each crossed of section at the Construction track on Empire sheet, that isn't a part of any created Settlement.

The heracleia festival	#27	Gain 1 Food for free each Round.
The maze	#34	Final Scoring: gain 1 Victory Point for each crossed of section at the Construction track on Empire sheet, that isn't a part of any created Settlement.
The valley of the kings	#19	Gain 7 Victory Points you have at least 4 Settlements with the same shape on Empire sheet (excluding the Settlement that you can build from this Building).
Thingabomb trader	#12	Gain 1 Gold and 2 Victory Points if at least 2 rolled Resource dice shows the same result. Although you can use Gold as any Resource, it is still 1 of 4 dice result types, and you must treat it as such.
Tower bridge	UK2019	When you cross off the last Bridge section on Construction track, you may choose this Field as available to you to Harvest from, instead of the one on Empire sheet. You might want to cross off the Field you didn't choose, to note which one you can access now.
Town	#21	Gain 1 Worker (action) if at all rolled Resource dice shows the same result. Although you can use Gold as any Resource, it is still 1 of 4 dice result types, and you must treat it as such.
Trade colony	#30	Gain 1 Food for free each Round.
Trade route	#36	When you Harvest, you may ignore Bridges and cross off a Harvest space from any Field, even the one unavailable to you yet. This ability may be used 1 time unless you upgrade it with Settlements.
Trading post	#18	Gain 1 Gold, but you may spend it ONLY on Build actions on your Village sheet.
Training yard	#38	Reroll any 1 Resource dice once. Reminder - all reroll abilities can be used only at the start of Expand Your Empire phase before you do anything else.
Trak's flying machine	#12	Final Scoring: gain 6 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Treasure house	#6	Gain 1 Gold if all rolled Resource dice shows a different result. Although you can use Gold as any Resource, it is still 1 of 4 dice result types, and you must treat it as such.
Treasury	#19	Gain 1 Gold for free each Round.
Tree of wishes	#27	Choose and call a single Resource type before Roll Dice phase, if you called it correctly, you gain an additional Resource of that type from 1 dice with this result.
Uffington white horse	UK2019	Gain 1 Gold for free each Round.
UK Games Expo	UK2019	Final Scoring: Each Imperial space (the last section of each Construction track) is worth 2 additional Victory Points, add those 2 points to the total value on each track.
Village	#16	Gain 1 Victory Point and reroll Worker dice if its rolled result shows 3 or 5. Reminder - all reroll abilities can be used only at the start of Expand Your Empire phase before you do anything else, and you have as many actions as your final roll shows.
Virgin oracle	#48	Final Scoring: gain 9 Victory Points for each shown Settlement created on your Empire sheet (you have to create them as any other Settlements).
Voice of the gods	#11	Spend 1 Wood less during Build action on Construction track (Build spaces on Empire sheet). This ability may be used 1 time unless you upgrade it with Settlements.
Warehouses	#9	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Warwick Castle	UK2019	Final Scoring: gain Victory Points shown next to a group of Build spaces (or a single space) if you cross them off (it doesn't matter if the Building is finished or not).
Welcome party	#1	Choose a rolled result on a single Resource die and gain 1 additional Resource of that type (can be used to get additional Gold).
Wood supplier	#40	Gain 1 Wood for free each Round.
Wrecking ball	#45	Gain 1 Stone for free each Round.
Young warriors	#42	Gain 1 Worker (action) and 1 Gold if the rolled Worker die shows either 3 or 5 as a result.